

Chapter 4, lesson 54, Adding hatches/Windows

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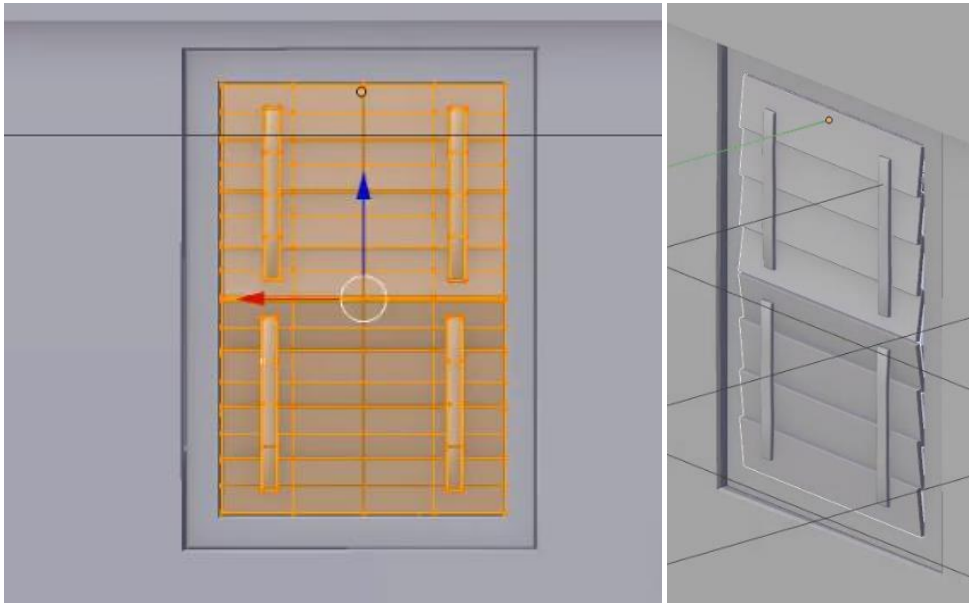
In this lecture we will continue to place hatches. This time we will focus on the rear. The larger frames in the back of the building will be filled with two hatches each and the top windows will have windows.

Go to the asset library on layer two and duplicate the small hatch. Move it to the side along the X axis. The small hatch is using the planks_5_door material. Change it to the planks_5_hatch that we created in the last lesson. This way we can reuse the work we did for the larger hatch. Duplicate the hatch again and move it above the first duplicate. Use the snapping tool to rotate the duplicate upside down and turn off the snapping tool again.



Move the upper hatch down so that it touches the lower hatch. If you did the duplication in object mode, the hatches will have the exact same material. To change this, we will combine the two hatches into one object. Select the top hatch then hold “shift” and select the bottom hatch. Follow this up by using “**ctrl+j**” to join the top hatch into the lower hatch. If you are in texture view or material view you will see that the texture changes slightly on the top hatch. This is because the noise texture that we used to create this material in the last lesson now has the same coordinates for both the hatches and instead of repeating it will continue to second hatch.

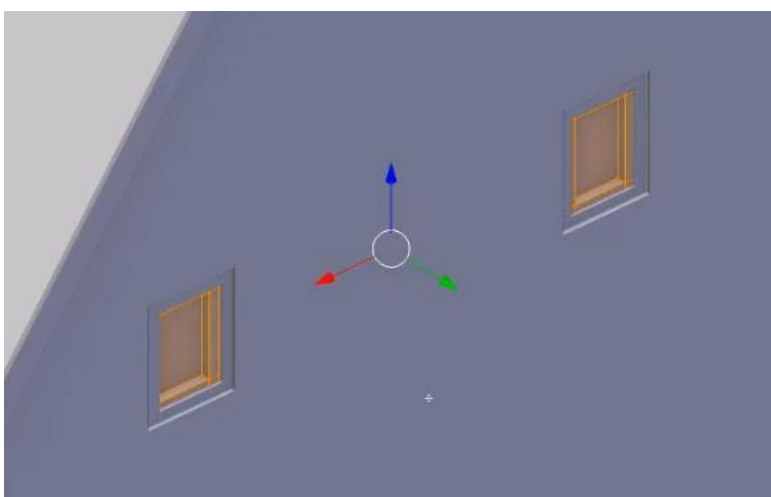
Now move the combined hatches to the first layer. Rotate it into position to be placed on the rear of the building. You will have to scale the aspect ratio of the hatches so that they are a little bit thicker on the X axis to fit into the frames.



Copy the hatch over to the second hole.



Go to the front of the building and use the top two windows. Copy them over to the back of the building. Don't forget to rotate them 180 degrees on the Z axis. Place them inside the window frame that we earlier created and fit into these holes.



You may have to go into edit mode and adjust the window to fit the rear frames perfectly. This is the end of this lecture.